

ABSTRACT

The program is for projecting a predetermined image onto a character of a game in a game machine, the program being operable to allow implementation of an image creation step for creating an image consisting of two-dimensional coordinates with a control means by operating an operation means; and a step for arranging, based on an input signal from the operation means, the image created in the image creation step and a virtual light source for projecting the image onto a character, at arbitrary positions in the vicinity of the character in a three-dimensional virtual space, and for pasting on the character a projected image created by projecting the image onto the character from the projection light source.